WOODY WOODPECKER™

ESCAPE FROM BUZZ BUZZARD PARK

EVERYONE
E
CONTENT RATED BY ESRB

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

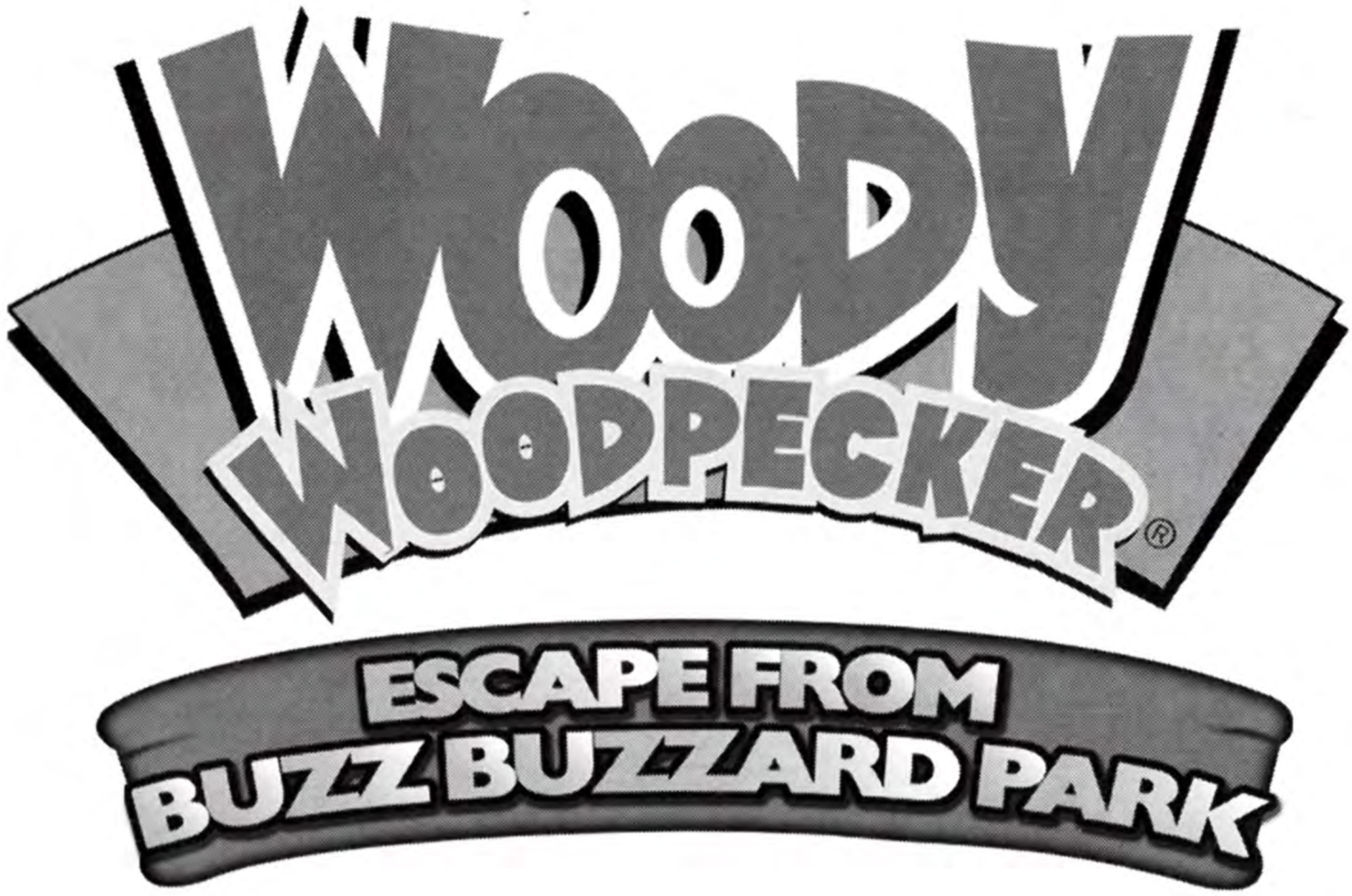
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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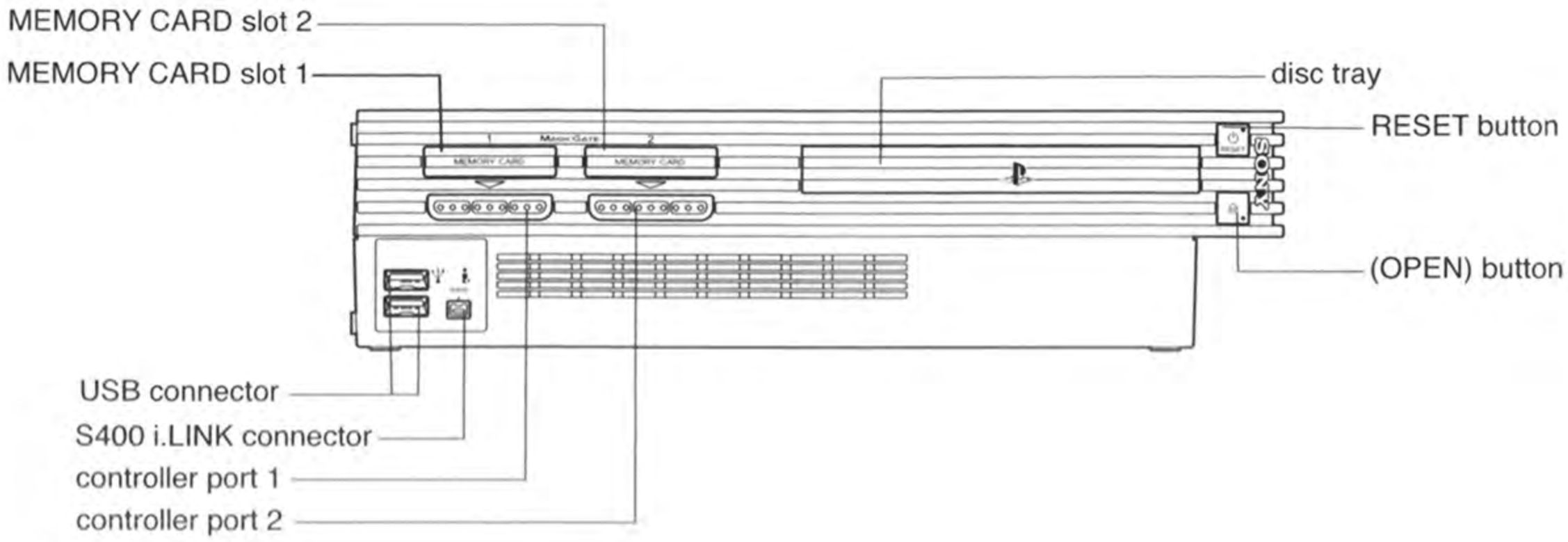
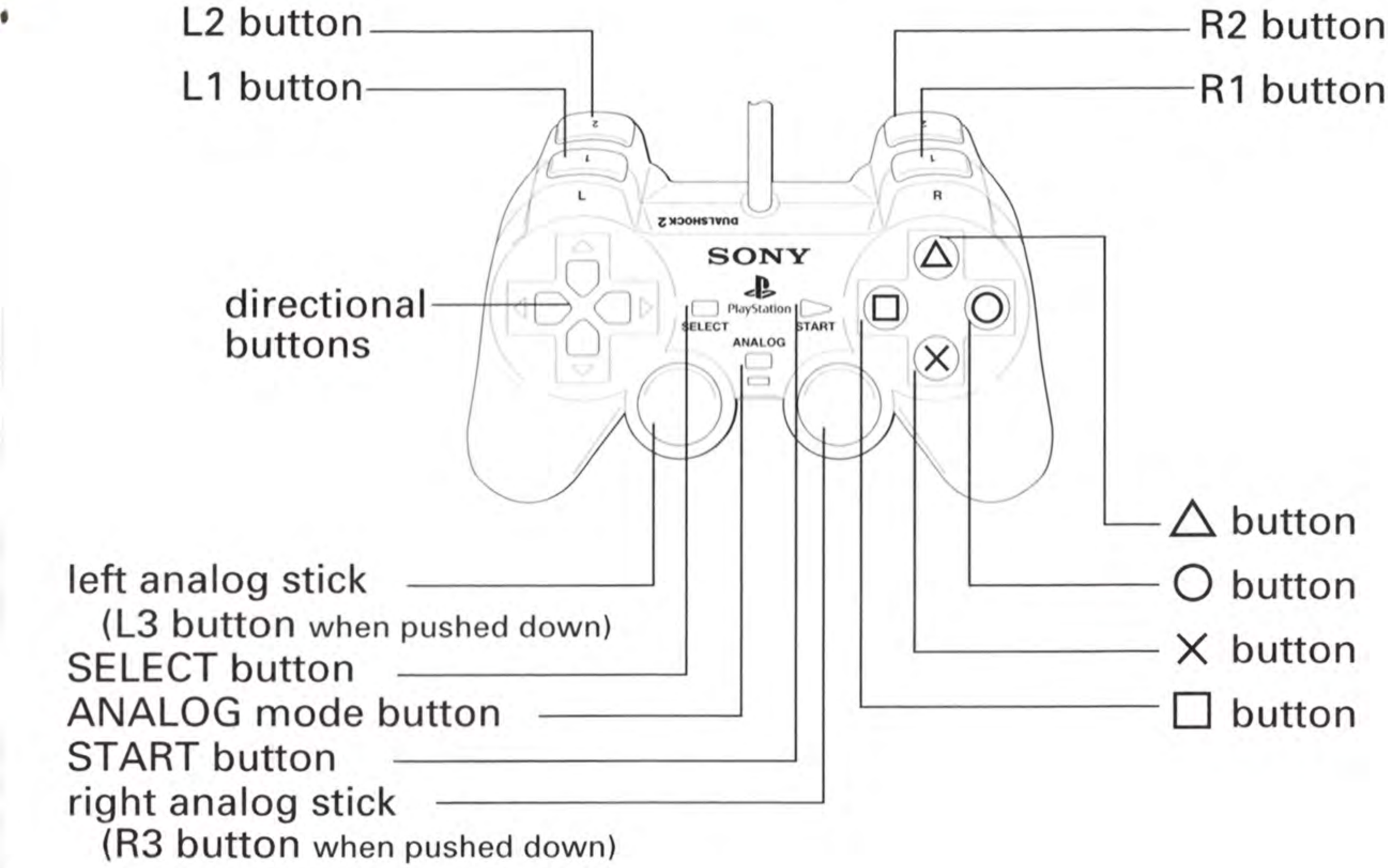
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **Woody Woodpecker: Escape From Buzz Buzzard Park** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



INTRODUCTION

Buzz Buzzard is after Woody Woodpecker again, and this time he's after Woody's family too...

While visiting Woody, Splinter and Knothead, Woody's niece and nephew, are about to play an exciting new video game. But Buzz Buzzard has other ideas and his menacing shadow fills the room.

Now, Splinter and Knothead are gone, and all that remains is the game console and the video game cartridge, along with a message from Buzz scribbled on a piece of paper.

Shortly afterwards, two of Buzz's buddies, Billy and Louis, peek in through the window. They notice the abandoned game console and cartridge and with no one to catch them in the act, they steal both. They quickly jump out the window as they hear Woody coming up the driveway on his way home!

Woody senses that something is wrong when he walks in the door... He picks up the scrap of paper and reads the threatening note from Buzz Buzzard:

> ***"If you want Splinter and Knothead back alive, then find 1 Million Dollars! Otherwise, they will be held hostage forever in my new Theme Park!"***

STARTING A GAME

When the title screen appears, press the START button, which takes you to the main menu. We strongly recommend that you do not insert or remove any accessory while the console is turned on.

MAIN MENU

Choose « New Game » to start a new game.
Choose « Load Game » to access the loading procedures contained in the memory card (8MB) (for PlayStation®2).
Choose « Options » to adjust the volume.

SAVING AND LOADING

You can only save your game when the memory card (8MB) (for PlayStation®2) is correctly inserted in its corresponding slot.

SAVING

Once you get to the end of each level, you will be presented with the option of saving your progress (Save Game). If you proceed with the « Yes » option by moving the left analog stick, a new screen will appear that will explain the various options.

Select one and confirm your choice by pressing the X button. You will then receive on-screen confirmation that your progress has indeed been saved.

Press the X button a second time to return to the game.

LOADING

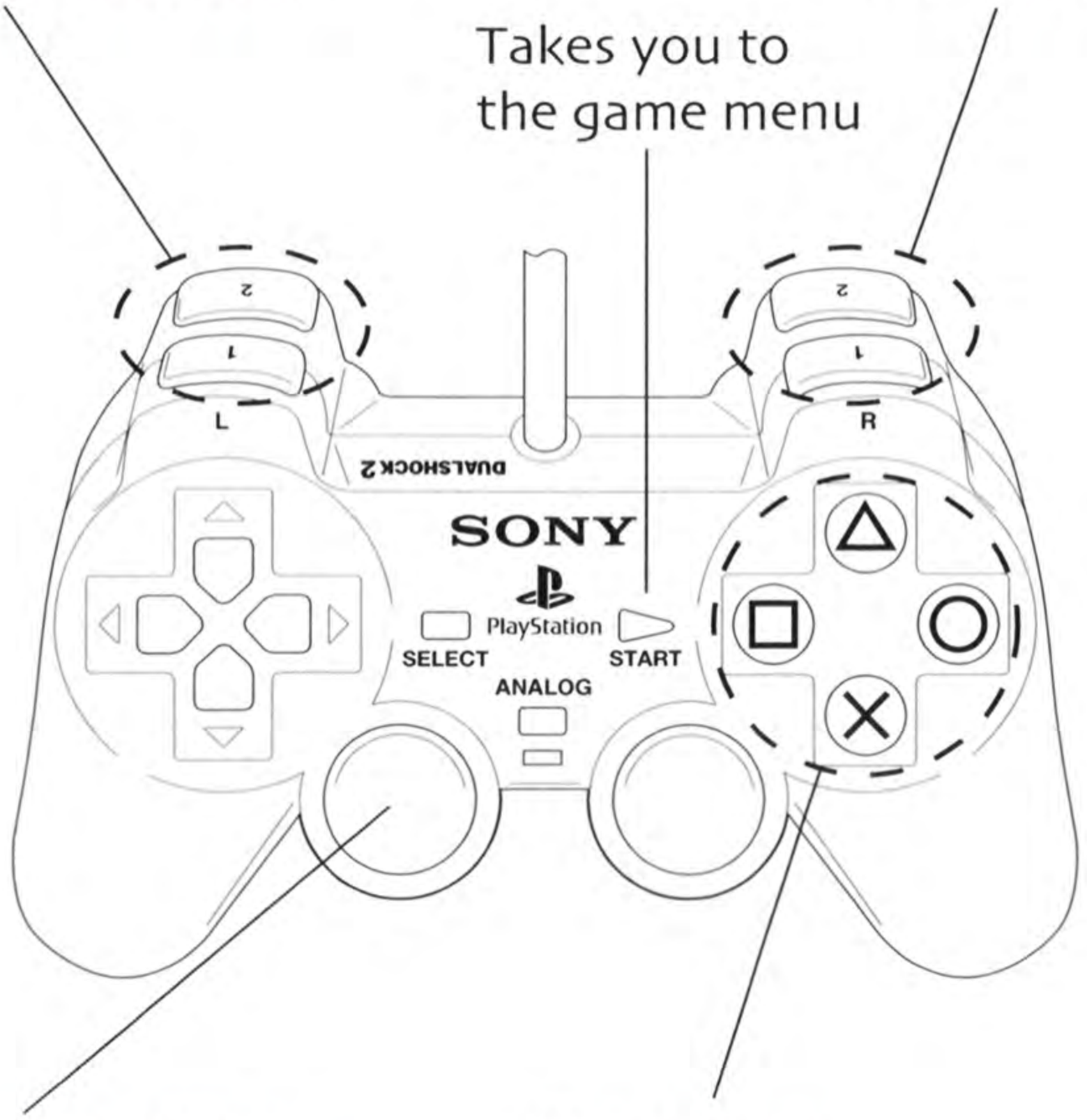
It is also possible to load a previously saved game by going to the « Load Game » menu. For this, you need a memory card (8MB) (for Playstation®2) which contains a save facility. Simply choose the game that you want to load, and confirm your choice by hitting the X button.

BUTTONS AND CONTROLS

L1 button and L2 button
Switch to first-person mode

R1 button and R2 button
Re-center the camera angle

Takes you to the game menu



left analog stick:
Controls the movement of the character in all directions

□ button
- Action, hit, climb, etc.
- Get into surfing stance

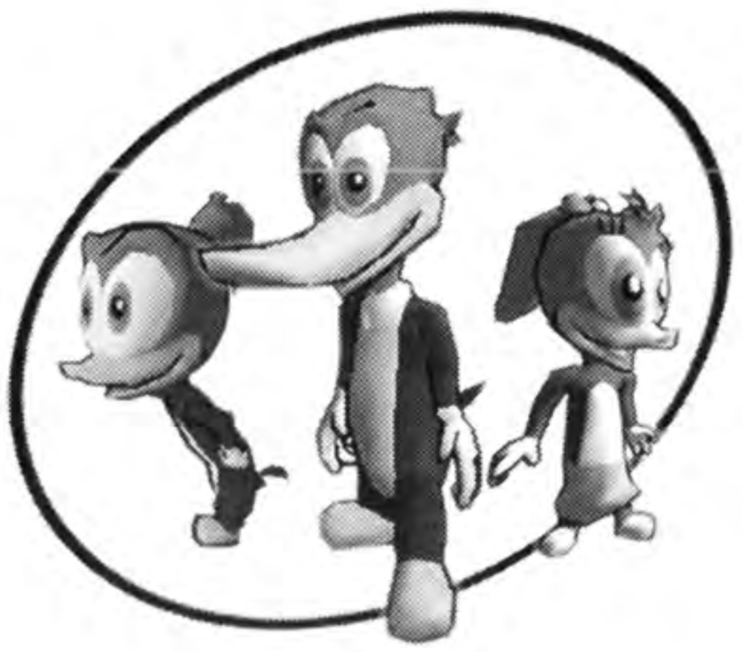
△ button
- Crouch
- Return to previous menu page

○ button
- Special attack move

× button
- Jump
- Confirm selection

WOODY WOODPECKER'S FAMILY

You will not only be able to control the movements of Woody Woodpecker during the game but also those of his nephew Knothead and niece Splinter...



It is up to you to find out who is the zaniest member of this woodpecker family....

MOVES OF A WOODPECKER

To move around, simply direct the left analog stick in the direction of your choice. The further down you press the analog stick, the faster Woody moves.

To jump, hit the ✕ button.
Knothead can jump further if you press the ✕ button again as he somersaults in mid-air. Splinter can jump higher if you press the ✕ button again as she somersaults in mid-air.

To peck, open doors or trigger switches, press the □ button. The longer the □ button is held down, the greater the force of the attack.

To crouch, hit the △ button.

To climb onto the wooden blocks, simply press the □ button several times in quick succession.

To carry out a dive attack, hit the ✕ button to jump, hitting the △ button makes Woody flip over in the air.

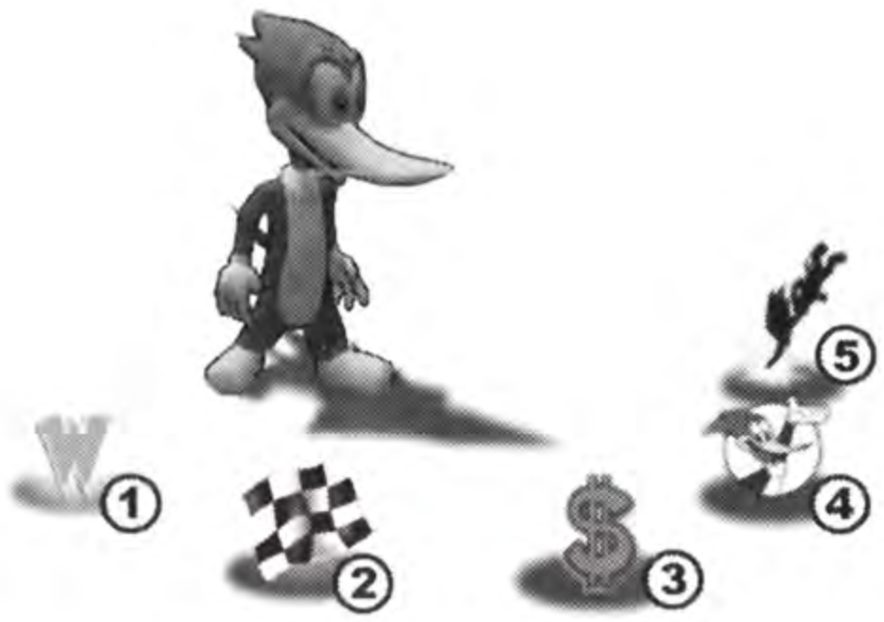
To collect bombs, press the □ button once, push the □ button a second time to throw the bomb.

To take a ride on a rocket, hit the □ button located near the rocket and to jump off, simply press the □ button again.

To be transported on cannonballs, press the □ button adjacent to the cannon and to get off the cannonball press the □ button once more.

When in surfing mode, hit the ✕ button to jump and the □ button to duck down.

POWER-UPS



1. **W SYMBOL**
   The most common in the game... When Woody accumulates 25 of them he earns extra protection.

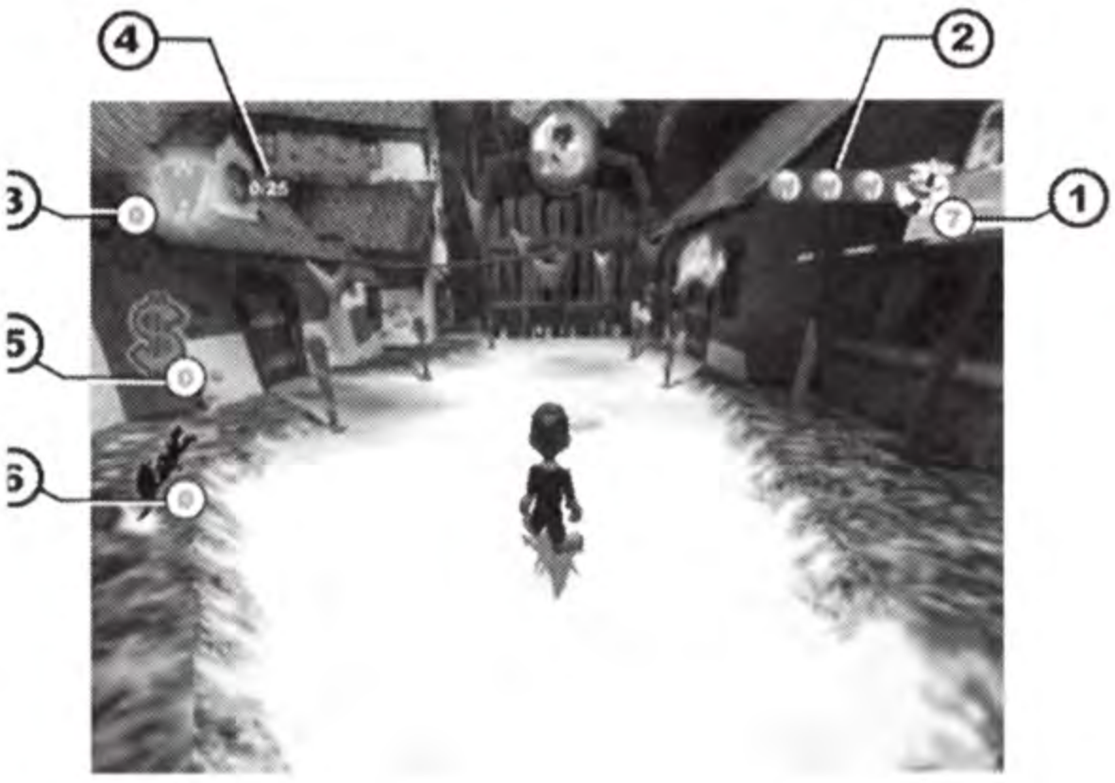
2. **CHECKERED FLAG BONUS**
   Can only be found when Knothead and Splinter have their surfing races. Collecting them all in one race means you win a cash prize.

3. **MONEY**
   Cash can then be used to go for the Jackpot at the Amusement Park.

4. **WOODPECKER PORTRAIT**
   This symbol will give you an extra life. There are also Knothead and Splinter variations.

5. **DIVING WOODPECKER**
   This bonus feature enables you to carry out a one-off special attack which annihilates all enemy forces on screen at that time. Press the ○ button to set it in motion.

GAME SCREEN DISPLAY



1. Indicates the number of lives at Woody's disposal.

2. Refers to Woody's level of protection.

3. Keeps track of the 25 hits which give Woody one W.

4. The total number of W's collected.

5. The amount of money collected.

6. Indicates the number of special attacks remaining.

During races, the bonus flag takes the place of the W.

The Bad Guys

Buzz Buzzard is Woody Woodpecker's lifelong foe... Although not the most cunning of enemies, you ignore him at your peril because he's the type of guy who never gives up.

Billy the Bulldog is a tough cookie, always on hand to annoy Knothead and Splinter.

Louis is Billy's buddy. Some people are stupid and others spiteful. Louis is just slightly more stupid than spiteful.

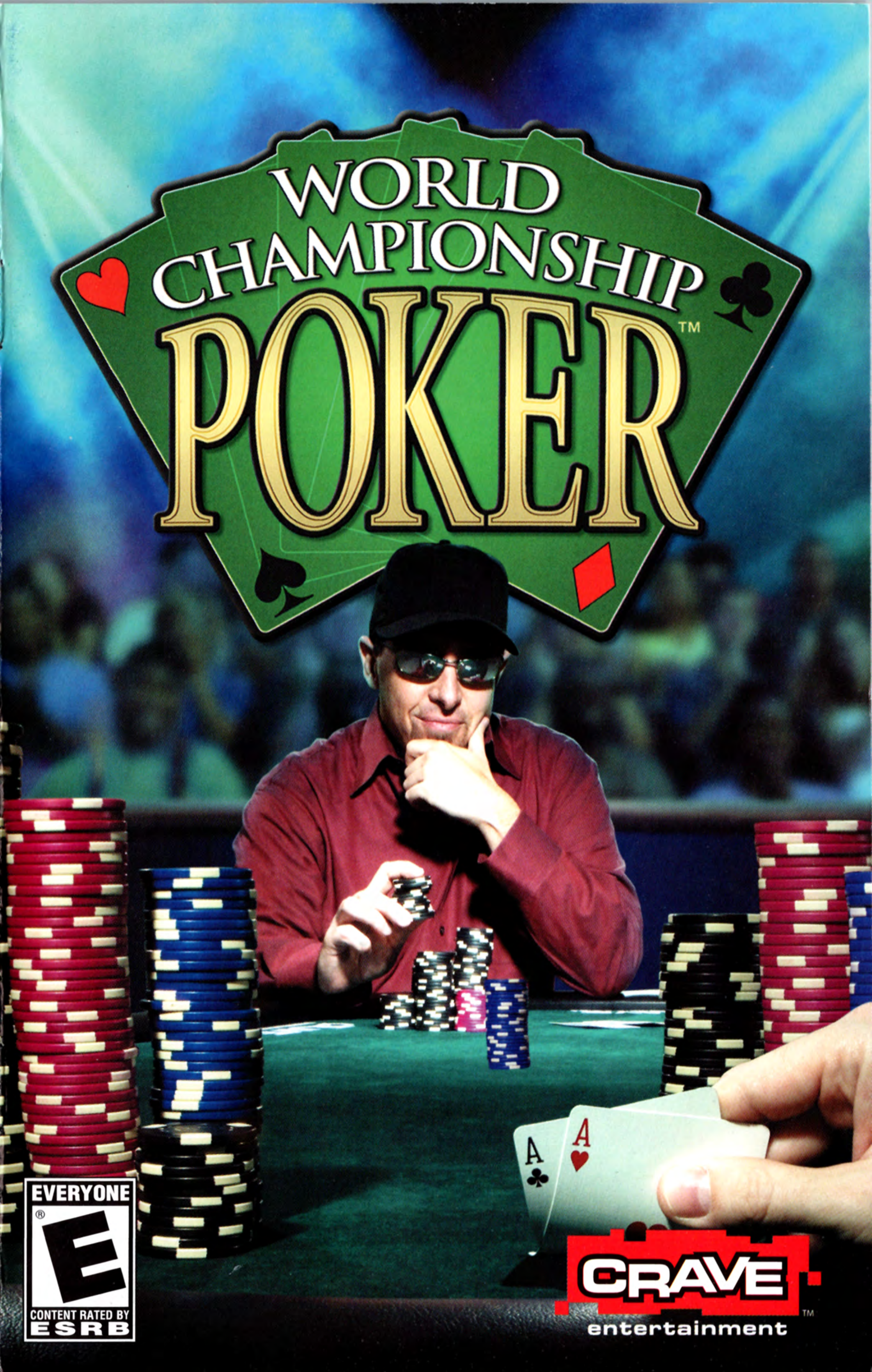
Buzz Buzzard is not alone in his park; he can call on many of his fellow troublemakers...

Park Warden #1: He is the least dangerous of the three wardens, but watch him 'cos he packs a mean punch.

Park Warden #2: A different proposition altogether, this warden sports a trademark orange shirt.

Park Warden #3: The most menacing of the trio. He wears a red shirt.

WORLD CHAMPIONSHIP POKER™



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CRAVE™

entertainment

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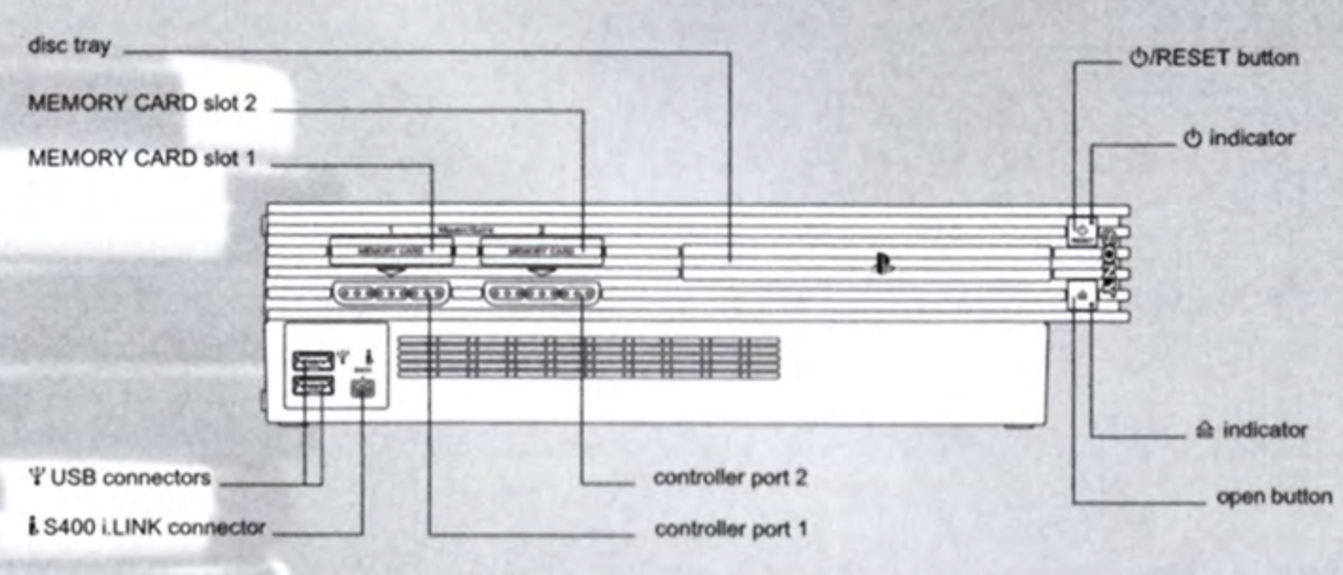
GETTING STARTED



USING THE PLAYSTATION®2 CONSOLE

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the **MAIN POWER** switch (located on the back of the console) is turned ON. Press the **RESET** button. When the power indicator lights up, press the **OPEN** button and the disc tray will open. Place the World Championship Poker disc on the disc tray with the label side facing up. Press the **OPEN** button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

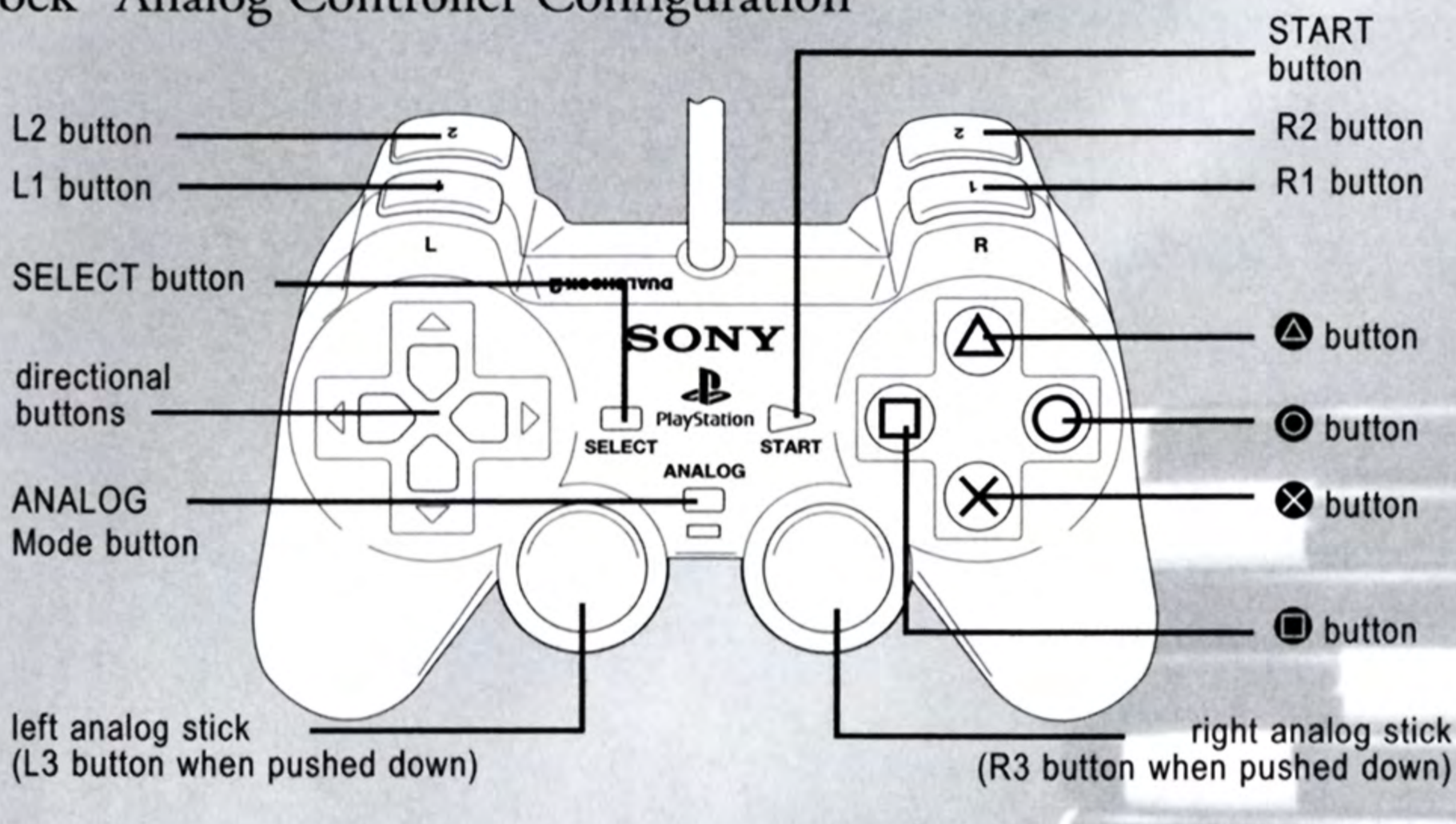
AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

- Insert only PlayStation®2 -compatible discs into the disc tray.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc on the PlayStation®2 console for extended periods when not in use.
- Do not move the PlayStation®2 console while the power is on and the disc is inserted.
- **Do not apply labels, stickers, or other foreign object to discs.**

CONTROLS

Dualshock™ Analog Controller Configuration



Command	Function
In Game - Offline	
Right analog stick	Rotate first person camera / scroll player camera
SELECT button	Toggle between in-game displays
START button	Pause and show menu
R2 button	Show Poker Advisor
R3 button	Switch camera mode
◉	Toggle text window
In Game – Online	
Right Analog Stick	Rotate first person camera / scroll player camera
SELECT button	Toggle between in-game displays
START button	Show menu
L2 button	Text chat
R1 button	Voice chat
R2 button	Show Poker Advisor
R3 button	Switch camera mode
◉	Toggle text chat window
During Character Setup	
L3 button	Randomize face/body/clothing
R3 button	Resets attributes to default
Left analog stick	Rotate head
Right analog stick	Rotate body
▣	Trigger facial expression
◉	Toggle EyeToy™ view

INTRODUCTION

For well over a hundred years poker has been a staple of American culture. From the plains of the Wild West to battlefields on distant shores, poker has been there. In recent years poker has become a spectator sport and, televised poker tournaments continue to draw big ratings.

Now you no longer have to sit on the sidelines watching the action unfold. *World Championship Poker* puts you at the table with card sharks and rank newbies alike. So get your best poker face, your coolest sunglasses or maybe just your lucky hat and let's play!

MAIN MENU

Key features available from the Main Menu include:

Sit & Go (single player)
A single-player mode where you can jump into the action for a quick game without the pressure or intensity of tournament play. Apply any winnings to qualify for tournaments.

Tournaments (single player)
Plan your professional poker career here. Choose from dozens of tournaments to enter and conquer. Winning or doing well in some tournaments will qualify you for higher-stakes events and unlock others. These unlockable tourneys appear in grey on the tournament list. Can you win them ALL?

Multiplayer Online
Test your skills—and luck—against other players over the Internet. A broadband Internet connection and a Network Adaptor (Ethernet/modem)(for PlayStation®2) are required for online play.

Character Setup
Here you can create your own likeness or just have some fun and create the greatest player who ever cleared a poker table. Choose from more than 40 different custom attributes, from the color of your shirt to the color of your teeth (ewww!). Hey, not every poker champion has a modeling contract.

Tutorial
Here you can learn the ins and outs of the different poker games available in *World Championship Poker*.

CHARACTER SETUP

Before you begin playing in any game mode, you will need to create a character. You can choose to play with the default character, to edit the default character, or to create your own character from scratch.

Cash Accounts: No matter what you choose, any new character starts with $1,000 of both online and offline cash. Any progress you make or cash you win with that character will be saved to that character's accounts.

To create a character from scratch, select a slot marked "[empty]" from the character list. After naming your character and selecting his (or her) basic attributes, you will then choose your character's face, body and clothing. You can spend as much time as you want tweaking your character with the ridiculous number of options available to you.

If you want to see a random selection on any screen, press the L3 button.

NOTE: If you have an EyeToy™ USB camera (for PlayStation®2) connected to your PlayStation®2 console, a self-portrait window will pop up as soon as you start to design your character's face. Simply press the ◉ button to toggle the window off.

Once you save your character, you're ready to play poker!

SIT & GO

This is the quickest way to get into a casual game of poker.

Sit & Go Game Options:

- **Rules:** Choose from among 12 different poker games. A detailed description of each game's rules appears in "The Games," below.
- **Limits:** Choose what type of stakes you want to play for:
  - **No Limit:** Players may bet as much as they have in front of them.
  - **Limit:** Bets are set for each round.
  - **Half-Pot:** Players may bet as much as half the amount of the pot.
  - **Pot Limit:** Players may bet as much as the amount of the pot.
- **Buy-in:** Select the size of the prize pool. Larger buy-ins will only become available when you've won enough to qualify.
- **Max. Players:** Choose the total number of players at the table. Fewer players will generally mean shorter games, but the pots will be smaller.
- **Location:** Choose where you want to play.

Once a game has started, you can choose how much information you want to see during a game. Pressing the SELECT button toggles between three different levels of information.

TOURNAMENTS

Your professional poker career begins here. Choose from a variety of events and stakes. You have a large list to choose from when you begin, and the list will get even longer as you win tournaments. Qualify for larger stakes and unlock hidden events.

The number of players in each tournament can vary from six to 250. Just like real-life poker tournaments, these are single-elimination events. You must finish in the top tier in order to qualify for more advanced tournaments. If you lose a tournament event, you may re-enter it, but it starts from the beginning.

Highlight a tournament from the list and select it to read a brief description of the rules, stakes and number of players in the event. How long will it take you to become the World Poker Champion? Good Luck!

MULTIPLAYER ONLINE

To fully experience *World Championship Poker*, you will want to play online and test your skills against other players from down the block or across the country.

Setting Up Your PlayStation®2 Console for Network/Online Play

A broadband Internet connection and a Network Adaptor (Ethernet/modem)(for PlayStation®2) are required for online play.

World Championship Poker is compatible with network configuration files from other PlayStation®2 online games. To play online with *World Championship Poker*, you will need to have a network configuration file saved on your memory card. You can use the Network Adaptor Start-Up Disc that came with your Network Adaptor (Ethernet/modem) (for PlayStation®2). You may also use the network configuration tool within the options menu.

Setting Up Your Headset (OPTIONAL)

If you have a PlayStation®2-compatible USB (Universal Serial Bus) headset (sold separately), you can voice chat with other players during online play. This is an optional feature and is not required for online play.

Your PlayStation®2-compatible USB headset connects to either of the two USB connectors located on the front of your PlayStation®2 computer entertainment system. With the USB symbol facing up, insert the headset cable into one of the USB connectors.

Setting Up Your EyeToy™ (OPTIONAL)

If you have an EyeToy™ USB camera (for PlayStation®2), you can allow other players to see you during online play. This is an optional feature and is not required for online play.

Your EyeToy™ connects to either of the two USB connectors located on the front of your PlayStation®2. With the USB symbol facing up, insert the EyeToy™ cable into one of the USB connectors. The blue LED power indicator on the front of the camera should light up to indicate your EyeToy™ is now ready to use.

Please refer to the instruction manual for your EyeToy™ for tips on how to get the best picture quality, as well as for help with troubleshooting.

Setting Up your USB keyboard (OPTIONAL)
If you have a PlayStation®2-compatible USB keyboard, you can text chat with other players during online play. This is an optional feature and is not required for online play.

Your PlayStation®2-compatible USB keyboard connects to either of the two USB connectors located on the front of your PlayStation®2 computer entertainment system. With the USB symbol facing up, insert the keyboard cable into one of the USB connectors.

DNAS legal information

This Software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. ("SCEI")."DNAS" retrieves information about a user's hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. The information collected does not identify the user personally and will not be shared with any non-SCE company.
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HOME ROUTER/FIREWALL CONFIGURATION INFORMATION

A Firewall is a network device that sits on a data network between the Internet and the user and looks at all traffic going back and forth to determine which traffic to allow. Firewalls are most often used in corporate environments, or in home routers where a high speed internet connection is shared with another device, such as a PC or a video game console. Firewalls and routers can be configured hundreds of different ways depending on the desired behavior, however the most common configurations will not allow any "unsolicited" traffic to a computer behind the firewall. Only after the computer behind the firewall has contacted an outside machine is any traffic from that outside machine allowed past the firewall.

Crave Entertainment does not support the use of firewalls or routers for multiplayer online play. Because firewalls, routers and Internet sharing are increasingly common in the home network environment, the following configuration information is provided for advanced users who wish to customize their home network settings in order to accommodate online multiplayer play. CRAVE ENTERTAINMENT ASSUMES NO LIABILITY FOR DAMAGE RESULTING FROM THE CONNECTION OF ANY DEVICE TO THE PLAYSTATION® 2, NOR THE LOSS OF DATA OR OTHER PROBLEMS RESULTING FROM ANY CHANGES YOU MAKE TO YOUR EXISTING ROUTER/FIREWALL NETWORK SETTINGS.

In order to configure a router using Network Address Translation (NAT) or a firewall, consult the user guide for your router to enable PORT FORWARDING settings as specified below. Forward or route all traffic onto the following ports to the IP address of your PlayStation® 2:

World Championship Poker uses UDP port #1257, #6500, #27900, #27901, #33000 AND #51239.

World Championship Poker supports "NAT negotiation," a system that tries to find open ports with firewalls and routers, allowing for a full gameplay experience. This process may delay connections. For best performance, do not run World Championship Poker behind a firewall. It may take several minutes for video and voice chat to connect if you are playing behind a firewall. Note: Gameplay will continue as normal while video and voice chat connects.

If you are still having difficulty with online multiplayer play, or with voice chat or streaming video via the EyeToy USB camera, consider connecting your PlayStation® 2 directly to your broadband connection. Some modern home routers have built-in support, which can keep devices outside the local network, bypassing the local firewall. To enable this feature (sometimes called DMZ), please consult your home router manual for details on setup and configuration.

TROUBLESHOOTING GUIDE:

Other players can't see my video stream.

Check to make sure that your EyeToy is connected to a USB port. Also make sure that the PlayStation® 2 is not behind a firewall/router. (Consult "Home Router/Firewall Configuration Information" for more details.) Also note that it may take several minutes to for streaming video to appear for every player.

Poor video quality/low frame rate.

Ensure that your EyeToy USB camera is properly focused. Consult your EyeToy user guide for details. Do not aim the EyeToy at a static object such as a toy or picture. Make sure that the area is well lit, as low light will drastically reduce camera performance. Also make sure that the PlayStation® 2 is not behind a firewall/router. (Consult "Home Router/Firewall Configuration Information" section for more details.)

No audio from USB Headset.

Make sure that the USB headset is a certified PlayStation® 2-compatible USB headset. To prevent cheating via whispering between players, voice chat can only be heard through your television speakers.

No voice chat heard over Television Speakers.

Make sure that the USB headset is a certified PlayStation® 2-compatible USB headset. Make sure television volume is turned up and not muted. Check that the "squelch player" or "squelch all players" feature is not enabled. Make sure that the PlayStation® 2 is not behind a firewall/router. (Consult "Home Router/Firewall Configuration Information" section for more details.)
Also note that it may take a while to enable voice chat for every player.

My voice chat can't be heard by other players.

Make sure that the USB headset is a certified PlayStation® 2-compatible USB headset. Ensure the USB headset is plugged securely into the USB port. Check the mute button; the mute button on the headset should not be enabled. Ensure that the mic is close enough to your mouth to clearly capture your voice. Also make sure that the PlayStation® 2 is not behind a firewall/router. (Consult "Home Router/Firewall Configuration Information" section for more details.) Also note that it may take a while to enable audio chat for every player.

My voice chat is very soft when heard by other players.
Make sure that the USB headset is a certified PlayStation® 2-compatible USB headset. Ensure that the mic is close enough to your mouth. Consult the user guide for your USB headset for details. For optimal voice transmission, adjust the distance from the microphone to your mouth or adjust the microphone gain in the options menu. Speaking too far from the microphone, or too low a gain will cause your voice to sound very quiet.

My voice chat is very loud and/or distorted when heard by other players.
Make sure that the USB headset is a certified PlayStation® 2-compatible USB headset. Ensure that the mic is not too close to your mouth. Consult the manual that comes with your USB headset for details. For optimal voice transmission, adjust the distance from the microphone to your mouth or adjust the microphone gain in the options menu. Having the gain too high or speaking too loudly will cause distortion.

Other players are not receiving my text chat.
Make sure that your keyboard is a PlayStation® 2-compatible USB keyboard. Make sure it is securely connected to a USB port. Also note that it may take a while to enable text chat for every player.

I can play, but am unable to migrate when a server goes down.
Connect your PlayStation® 2 directly to your broadband adapter, cable modem, or DSL modem, instead of going through a router.

NOTE: The EyeToy USB camera will blink red according to the rate at which it is sending snapshots across the net. A fast even blinking is optimal, but may not be possible due to network conditions. If you do not see the red light blinking at all, you may simply not have anyone looking at your character at that moment.

POKER OVERVIEW

BLINDS

To start a new hand two "Blind" bets are put up or "Posted." The player immediately to the left of the dealer puts up or "posts" the **small blind** which is equal to half the minimum bet. The player to the left of the small blind posts the **big blind**, which is equal to the minimum bet. The rest of the players do not put up any money to start the hand. Because the deal rotates around the table, each player will eventually act as the **big blind, small blind** and dealer.

THE OPENING BET

Each player is dealt two cards face down, with the player on the **small blind** receiving the first card and the player with the **dealer button** getting the last card. The first betting round begins with the player to the left of the **big blind**. The betting goes around the table in order until it reaches the player who posted the **small blind**. The last person to act is the **big blind**. If no one has raised, the dealer will ask if they would like the option. This means the **big blind** has the option to raise or just "check." By checking, the player does not put in any more money.

THE FLOP

After the first betting round is completed, three cards are dealt and turned face up in the middle of the table. This is known as the **"Flop."** These are community cards used by all the players. Another betting round begins with the first active player to the left of the dealer button. *(Note: Some games, such as Five-Card Draw, have no community cards, or "flop." Players bet only on the cards in their hands. Players complete their hands and go straight to the "showdown.")*

THE TURN

When the betting round after the flop is completed, the dealer turns a fourth card face up in the middle of the table. This is referred to as the **"Turn."** Betting begins again with the first active player to the left of the dealer.

THE RIVER

Following the betting round for the **turn**, the dealer will turn a fifth and final card face up. This is called the **"river."** The final round of betting begins.

THE SHOWDOWN

To determine the winner, the players may use any combination of their two hole cards and the five cards on the "Board" (table) to form the highest five-card hand. In some rare cases the best hand will be the five cards on the board. In that case, the active players will split the pot.

WINNING POKER HANDS

Name	Example	Definition
Royal Flush	A♠-K♠-Q♠-J♠-10♠	A,K,Q,J, and 10 all of the same suit.
Straight Flush	Q♥-J♥-10♥-9♥-8♥	Five cards in sequence and all of the same suit.
Four-of-a-Kind	K♠-K♥-K♦-K♣	Four cards of the same rank.
Full House	K♠-K♥-K♦-A♠-A♥	Three of a kind, plus a pair.
Flush	Q♥-10♥-9♥-6♥-2♥	Five cards of the same suit.
Straight	10♦-9♥-8♠-7♦-6♠	Five cards in sequence. (Ace can be high or low.)
Three-of-a-Kind	J♠-J♥-J♦-7♠-2♥	Three cards of the same rank.
Two Pair	K♠-K♥-8♣-8♦-7♠	Two cards of one rank and two cards of another rank.
Pair	J♠-J♥-A♦-10♥-3♣	Two cards of the same rank.
High Card	A♦-9♥-8♦-7♠-3♠	Highest card wins.

THE GAMES

TEXAS HOLD'EM

This is a simple game to learn but a hard game to master. Each player is dealt two personal cards and then five community cards are turned up on the board. You make the best five-card hand using any combination of the seven cards.

1. Post Small and Big Blinds.
2. Deal two hole cards face down.
3. Begin betting.
4. Deal three cards on the Flop.
5. Deal one card on the Turn.
6. Deal one card on the River.
7. Use any combination of hole cards and community cards to make the best hand.

OMAHA

In Omaha Hold'em you are dealt four hole cards (instead of two). In order to make a hand a player must use precisely two hole cards with three board cards. The betting is the same as in Texas Hold'em. At the showdown, the entire four-card hand should be shown to receive the pot.

1. Post Small and Big Blinds.
2. Deal four hole cards face down.
3. Begin betting.
4. Deal three cards on the Flop.
5. Deal one card on the Turn.
6. Deal one card on the River.
7. Must use two hole cards and three community cards to make the best hand.

PINEAPPLE, CRAZY PINEAPPLE AND TAHOE

These are three different styles of Texas Hold'em. You are initially dealt three cards instead of two. In Pineapple, you immediately discard one of the three cards you are dealt, and the poker game proceeds exactly as in Texas Hold'em. In Crazy Pineapple, you discard the third card after the

second betting round, before the fourth community card is dealt. In Tahoe, you keep all three cards through showdown, but may not use all three of them to make a poker hand—you may use none, one, or two cards from your hand, combined with those on the board, to make your final five-card hand.

PINEAPPLE

1. Post Small and Big Blinds.
2. Deal three hole cards face down.
3. Begin betting.
4. Discard one hole card.
5. Deal three cards on the Flop.
6. Deal one card on the Turn.
7. Deal one card on the River.
8. Use any combination of hole cards and community cards to make the best hand.

CRAZY PINEAPPLE

1. Post Small and Big Blinds.
2. Deal three Hole Cards face down.
3. Begin betting.
4. Deal three cards on the Flop.
5. After second round of betting, discard one Hole Card.
6. Deal one card on the Turn.
7. Deal one card on the River.
8. Use any combination of hole cards and community cards to make the best hand.

TAHOE

1. Post Small and Big Blinds.
2. Deal three hole cards face down.
3. Begin betting.
4. Deal three cards on the Flop.
5. Deal one card on the Turn.
6. Deal one card on the River.
7. Use up to two (zero, one or two) hole cards in combination with the community cards in order to make the best hand.

DOUBLE FLOP HOLD'EM

Just as the name implies, two flops are dealt, which means you will have more cards to choose from in order to make your hand.

1. Post Small and Big Blinds.
2. Deal two hole cards face down.
3. Begin betting.
4. Deal two Flops, each with three cards.
5. Deal a one-card Turn on each Flop.
6. Deal a one-card River on each Flop.
7. For each Flop, use any combination of hole cards and community cards to make the best hand. The pot is split between the winners of each Flop.

SUPER HOLD'EM

Super Hold'em is played just like regular Texas Hold'em, but you receive one extra hole card. That makes a total of three hole cards.

1. Post Small and Big Blinds.
2. Deal three hole cards face down.
3. Begin betting.
4. Deal three cards on the Flop.
5. Deal one card on the Turn.
6. Deal one card on the River.
7. Use any combination of hole cards and community cards to make the best hand.

FIVE-CARD DRAW

This is the classic poker from the Wild West. Many call this game "beginners' poker." There are no community cards. Played with five dealt cards with the option to discard up to three cards. You may also discard four cards if your remaining one card is an ace. The winner is chosen by the highest hand.

1. Ante up.
2. Deal five cards face down.
3. Begin betting.
4. Discard up to three cards. (four cards if you have an ace).
5. Dealer "draws" to replace any discarded cards.
6. Begin the second and final round of betting.
7. The best hand takes the pot.

SEVEN-CARD STUD

Seven-card stud is considered the poker player's poker game. In this game you are given two cards down and one up, which everyone can see. Then you are dealt additional cards called "streets" until you have seven cards in your hand. Then you try to make the best five card hand possible.

1. Ante up.
2. Deal two hole cards face down and one card face up.
3. Lowest card face up brings in the bet.
4. Deal one card, "4th Street," face up to each player.
5. Resume betting with highest card "hand" showing.
6. Deal one card, "5th Street," face up to each player.
7. Resume betting with a higher minimum bet.
8. Deal one card, "6th Street," face up to each player.
9. Deal one card face down to each player, known as "7th Street" or "The River."
10. Use any combination of cards to make the best five-card hand.

TRIPLE DRAW

This is actually five-card draw with some crazy twists. In the case of our variation 2-7 draw, the lowest hand wins, but straights and flushes count and aces are considered high. Thus, A2345 is a very bad hand and the best possible hand is 23457 (and it can't be a flush).

1. Post Small and Big Blinds.
2. Deal five cards face down.
3. Begin betting.
4. Discard up to all five cards. Discard no cards to "stand pat."
5. Dealer "draws" to replace any discarded cards.
6. Second round of betting.
7. Discard up to all five cards.
8. Dealer "draws" to replace any discarded cards.
9. Third round of betting.
10. Discard up to all five cards.
11. Dealer "draws" to replace any discarded cards.
12. Followed by a final round of betting.
13. Worst (lowest) hand wins. "Wheel" is 2, 3, 4, 5, and 7 with no Flush.

BILLABONG POKER

You are dealt three down cards and one up card, for a total of four hole cards. Next, three community cards are dealt (the flop), followed by a second betting round. Then a fourth community card is dealt (the turn), followed by a third betting round. Finally a fifth community card is dealt (the river), followed by a final betting round and showdown. You play the best five-card poker hand you can make using three or four of the cards in your hand plus one or two of the five community cards.

1. Post Small and Big Blinds.
2. Deal three hole cards face down and one card face up.
3. Begin betting.
4. Deal three cards on the Flop.
5. Deal one card on the Turn.
6. Deal one card on the River.
7. Use three or four hole cards in combination with one or two community cards in order to make the best five-card hand.

SHANGHAI

Shanghai poker is similar to Tahoe poker, with the exception that the flop and the turn consist of two cards each. To play, you are first dealt three hole cards, which is followed by the first betting round. Next, two community cards are dealt (the flop), followed by the second betting round. Then two additional community cards are dealt (the turn), followed by the third betting round. Finally a fifth and final community card is dealt (the river), followed by the final betting round and the showdown. You play the best five-card poker hand you can make using up to two (zero, one or two) of the three cards in your hand plus the five community cards in any combination. Shanghai offers exciting play by revealing fewer cards in the flop, leaving a bigger surprise for later rounds.

1. Post Small and Big Blinds.
2. Deal three hole cards face down.
3. Begin betting.
4. Deal two cards on the Flop.
5. Deal two cards on the Turn.
6. Deal one card on the River.
7. Use up to two (zero, one or two) hole cards in combination with the community cards in order to make the best five-card hand.

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Space Bird: Watch out for his missiles!

The Pirate: Don't be fooled by his gun... it fires missiles too.

The Zombie: A sixth sense forewarns him of any aerial attack. Be very careful as he can shoot fireballs at will.

The Ghost: A very dangerous flying opponent who can also unleash fireballs at alarming speed.

Buzz Buzzard waits to lock horns with Woody from the comfort of his spaceship.

Woody might just win the day, but don't forget for one moment that Buzz is as tough as they come.

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Email Support

ps2support@dreamcatchergames.com
A Representative will return your email by the following business day. Please be as detailed as possible when providing information about the problem you are experiencing. You may also use the Technical Support form at our website for more efficient service.

Phone Support

(416)-638-1170
If you would like to speak with one of our Technical Support Representatives, our hours of operation are from 9am to 9pm EST, Monday through Friday.

Please have the following ready:

1) A detailed description of the problem (i.e. error message, where in the game the problem occurs, etc.).
2) Immediate access to your console so the Representative may walk you through the steps.
3) Pen and paper to take any notes.

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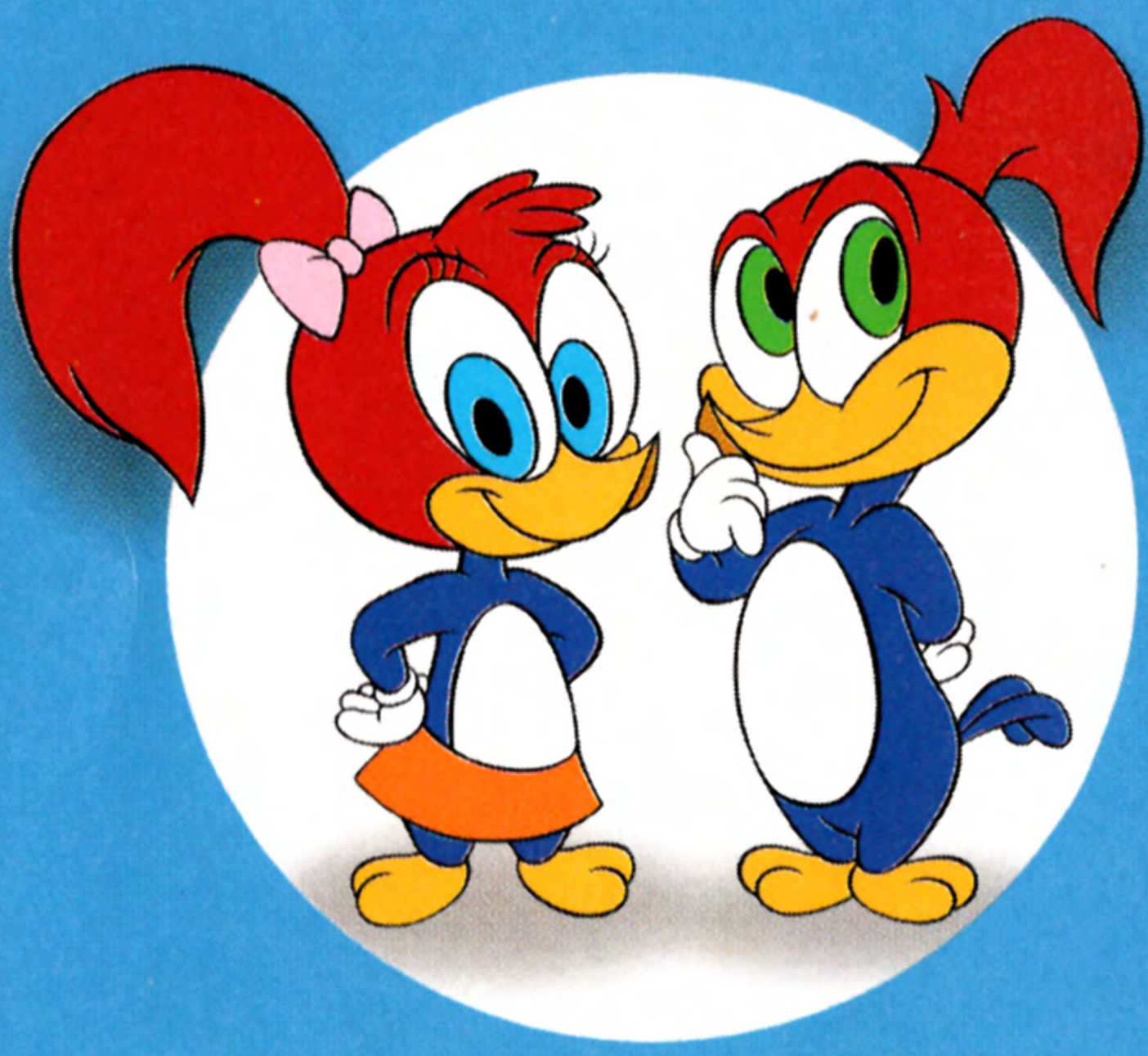

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